SNSP-ATOP-UKV

themePARK™

DESIGNER SERIES™ BY BULLFROG™

BULLFROG®
PRODUCTIONS LTD

INSTRUCTION BOOKLET

SUPER NINTENDO
ENTERTAINMENT SYSTEM

PAL VERSION

ocean

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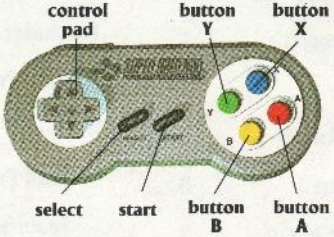
GETTING STARTED

1. Turn off the power on your Super NES™. Never insert or remove a Game Pak when the power is on.
2. Insert the Game Pak into the slot on the Super NES. Press the Game Pak down firmly to lock it in place.
3. Turn ON the power switch.
4. The Theme Park title screen appears. Press any button to bypass the title screen for the Main Menu (see Setting Up the Game).

Control Summary



Open Icons Menu: Press **X**

Highlight icon: Control Pad **up/down/left/right**

Open Purchaser Screen: Press **Y**

Open Quick Menu: Press **B**

Open Quick Menu from Park screen: Hold **A** and press:

Up on Control Pad for Rides Quick Menu
Down on Control Pad for Features Quick Menu
Right on Control Pad for Shop Quick Menu
Left on Control Pad for Staff Quick Menu
L button for Bank screen
R button for an instant query on ride, shop, etc.

Find Staff: Hold **Select** and press:

X: Finds Handyman
A: Find Mechanic
Y: Finds Entertainer
B: Return to Park Entrance

L: Finds Shops
R: Finds Rides

Move Cursor: Control Pad **up/down/left/right**

Place Item: Press **Y**

Remove Item: Press **B**

Confirm Deletion: Press **Y**

Open/Close Park: Hold **Select** and Press **Y** in the icons menu or Press **Y** when either the hand or question mark icon is on the main gates

Change Game Speed: When in icons menu, hold down **L** and press **Y** to toggle between speed options (1-4)

Music On/Off: When in icons menu, hold Down **R** and press **Y** to toggle between options

Pause: Press **Start**

The Aim of the Game

As is usual with this kind of thing, the aim of Theme Park is global domination. You must open a park on every one of the available sites around the world, and in the process establish yourself as planet Earth's premier Theme Park operator. Once a year you're given the option to sell your current park providing you will have enough capital to purchase another. You need to decide whether or not it's worth accepting the money on offer, or continue to build on the park's success and hopefully get an even higher asking price in twelve months time. There's a maximum size to which you can grow your park, with no more than 200 visitors allowed in at any one time and a ceiling on the number of rides which the park can hold; once you've achieved this limit it's well worth considering selling up (see Selling Up).

Note: As the park fills up with people and facilities, the game slows down so that you can more easily keep an eye on all the activity.

The money made from the sale of each park is then used to finance the purchase of another site, with enough cash left over to develop the next park. Only when you've turned all the dots on the World Map to pink (see Where in the World?) have you succeeded in your aim.

Now that might sound easy enough, but if you think it's going to be a walk in the park you couldn't be further from the truth. Success in the Theme Park business requires an awesome eye for detail. You need to fine tune every ride, shop and side-show for maximum profit margin. Don't forget to check on your finances regularly at the Bank Screen and listen to the Park Advisor's advice throughout the game, giving you hints on how to make the most of Theme Park. It's a roller-coaster ride of financial highs and lows, but whether you end up top of the heap or taking a leap, you can bank on having a whole lot of fun!

SETTING UP THE GAME

From the Title screen you arrive at the Main Menu. To select a Main Menu option, Control Pad **up/down** to move the arrow cursor and then press the **Y, B, A** or **X** button.

The Main Menu options are:

Return to Park – Pressing **Y, B, A** or **X** returns you to the Theme Park you just left (note: Return To Park is available only if a Park has previously been opened).

Setup New Theme Park – Press **Y, B, A** or **X** for the Enter Name screen (see Enter Name Screen).

Language Select – Press **Y, B, A** or **X** to choose between English, French and German.

See Credits – Find out the names of those responsible for Theme Park. Press **Y, B, A** or **X** to scroll through the pages.

Enter Name Screen

You must enter your name before you can choose a location for your park.

To enter your name, press **X** to enter the default name or use the Control Pad to move the cursor arrow around the letters grid and press **Y** to select a letter; this appears in the name bar below. You can now repeat the process until the entire name has been entered. Press **B** to delete incorrect letters, and press **X** to enter the moniker you've decided suits your character and mentality. You will now proceed to the code screen.

Code Screen: This screen allows you to restore a previous game of Theme Park. Whenever you sell a park you are given a password. If you select Yes by using the **Left** and **Right** or **L** and **R** buttons and press **Y, B, A** or **X** at the Enter Code option, a screen similar to the Enter Name screen will appear. Input your code as you did with your name, and Hey Presto! You're back where you left off.

N.B. When putting in your password, make sure that you use the same name as you did in the previous game, otherwise your password will not work.

Difficulty Level: If you do not put in a code, the game will ask you which difficulty level you would like to play the game at. The options are Easy, Medium and Hard; Easy level starts you off in the game with 200,000, Medium with 150,000 and Hard with 100,000.

Where in the World?

At the World Map screen you decide where in the world to locate your Theme Park. All the available sites are marked in blue, red dots mark locations you currently can't afford and pink dots show where you've already established a successful park. If this is your first game the only available location is the United Kingdom. Beneath the map your name is displayed, along with your bank balance, the name of the currently selected location and the cost of the country.

Use either **Left/Right** or **L/R** to highlight a location with the cursor and then press **Y** to display the Site Details. The Site Details include:

Cost – How big a bite of your bank balance is this location going to take?

Difficulty – Easy, Medium, Hard, Very Hard or FIENDISH!, based on the size of the population able to access the park, the stability of the economy, and the climate. Sites close to large European or North American cities are an easier proposition than those in more remote locations, but they are also more expensive. So when choosing a location, make certain you've enough cash left to develop it and haven't blown the lot

beforehand. The cheaper the site, the more you need to spend to make it a success.

Local Population – The number of potential customers that your Theme Park has to draw from in the early stages.

Medium Population – A medium-sized park attracts visitors from further afield.

Long Population – When your park has grown in size and reputation, the number of potential customers grows to the figure found here.

Inflation Rate (0-100%) – The lower the better, because an inflation rate of 100% means that your overheads will double annually.

Interest Rate (0-100%) – The lower this rate, the less interest you pay on your bank loan.

Economy – Rich, Poor or Medium. This indicates how much disposable income your customers have to spend in the park; the weaker the economy, the less cash there is.

Tax Free Period Years – The length of time you can run your park without paying land tax.

Land Tax – The amount you pay is calculated by applying this rate to the area of land your park occupies, so keep it compact and pay less tax.

Weather – The more temperate the conditions, the easier it is to attract visitors.

Terrain – The type of land you're building on.

Who – The name of the park's owner.

To remove the Site Details and look at another site, press **Y** again. When you find a site you're happy with (and can afford), press **X** or **Start** to buy the land and you are instantly transported to the Park Screen.

THE PARK SCREEN

On the Park Screen your chosen site is an area of land with a wall around it and a main gate. You've a lot of work to do before it's the world's ultimate tourist attraction.

Using the Icons Menu

Press X to access the Icons Menu. This is the key to creating your Theme Park. The icons are for: paths, queues, rides, shops, park features, staff, main menu, query, park status and the bank screen.

To select an icon, use the Control Pad **up/down/left/right** to highlight it and then press **Y** for the Purchaser screen (where applicable – see Purchaser Screens), bank screen or query icon.

Note: After selecting an icon you need to press **X** again to re-open the Icons Menu.

Laying Paths

Before you can do anything else, you must lay paths around the park for visitors to walk along. This is the only way customers can access shops and rides. Like everything else in Theme Park paths cost money, so in the early stages when cash is tight you need to be sensible and place paths only where rides and shops are going.

Note: You cannot lay a path where natural obstacles such as rocks or water block the way.

To lay a path, use the Control Pad to select the Paths icon and press **Y**; the cursor becomes a trowel. Now hold down **Y** and scroll around the park using the Control Pad.

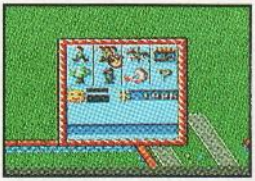
To remove paths, select a section of path and press **B**. You cannot delete the original area of path from around the main gate.

Note: Paths are the only item you pay for immediately. You won't get the cost of any ride, or shop purchases deducted from your budget until a month has passed or you have had your first customer. There is, however, a hiring charge for purchasing staff based on a months wages.

One-way Paths: You can lay down one-way signs on your paths, allowing you to channel your customers through your heaviest gauntlet of money-draining services. To do this, select path icon from the Icons menu. Use the **L** or **R** button to bring up a directional arrow and then place the piece of path you wish to be one-way in the normal manner. Repeated presses of the **L** or **R** button will change the direction of the arrow.

Note: Once you have selected a one-way piece, you will continue to place it down until you re-align the tile to normal using the **L** or **R** button.

Forming Queues



The thrill-hungry public are unable to sample the delights of a ride unless they can form an orderly queue for it.

To form a queue, use the Control Pad to select the Queue icon and press **Y**. Now connect the entrance of your chosen ride to the path (see Selecting Rides). Queues can be placed or removed just as you would a path; hold down **Y** and Control Pad around the screen to place a queue, select and press **B** to remove a section of the queue.

Note: A queue must always be placed between a path and the entrance to a ride. The entrance will automatically turn to face any adjacent piece of queue.

Selecting Rides

Only four of Theme Park's rides are available at the start of the game. There are two ways to purchase rides; via the Rides Purchaser screen or from the Rides Menu.

To purchase rides, use the Control Pad to select the Rides icon and press **Y** for the Rides Purchaser (see Purchaser Screens) and some in-depth information about the attractions currently available to you.

Alternatively, press **B** to bring up the Quick Menu. Use the Control Pad to select an item from this menu and press **Y** to select a ride. Each one has a price tag; if you can't afford a particular ride, the text will turn red to show you. Having made your decision, the Rides Menu disappears leaving the chosen attraction attached to the cursor. The Quick Menu can be accessed from the park screen by holding **A** and pressing **up** on the Control Pad.

To place a ride, use the Control Pad to move to an area of the park large enough to accommodate it and then press **Y**. If there isn't enough room in the area you've selected, an electronic burp lets you know. Now you have to place the ride's Exit.

To remove a ride, use the Control Pad to position the cursor over the ride and press **B**; a requester box appears asking you to confirm your decision. Select the tick icon and press **Y** to remove the ride. If the ride is less than a month old, its purchase price isn't deducted from your bank balance. To return to the park screen without deleting the ride, highlight the X icon and press **Y**.

Placing the Entrance and Exit

Once a ride has been placed, the Entrance booth will appear, usually to the left of the ride. This is where the little people climb aboard for the feast of fun on offer, so you'll have to make sure that it's connected by a queue to the nearest path (see Forming Queues).

The Exit icon is a short flight of steps. By moving the Control Pad you can move the Exit around the perimeter of the ride, allowing you to place it for maximum convenience (press Y). Remember to link every Exit to a path, or when your punters leave the ride they mill around on the grass.

Buying Shops

While it's the thrill rides that draw in the crowds you need to keep your visitors happy (and earn extra bucks) by supplying refreshments, and entice them into going home with some Theme Park souvenirs into the bargain. There are also various side-shows available to you, which can be nice little earners if properly managed.

Note: Food and drink stands are essential to the running of your park, as people head for home if they can't get a drink and a bite to eat. However, souvenir shops and side-shows can turn you the healthiest profit. Visitors only buy souvenirs if they're having a good time, so place souvenir shops near to your park's best rides and watch the money roll in.

To purchase a shop, use the Control Pad to select the Shop icon and press **Y** for the Shops Purchaser screen (see Purchaser Screens) and an in-depth look at the available shops.

Alternatively, press **B** for the Shops Quick Menu. Use the Control Pad to select a shop from the menu and then press **Y** to select it. Having made your selection, the Shops Menu disappears leaving you to place the shop where it's likely to attract the most custom. Use the Control Pad to position the shop, and then press **Y**. The Quick Menu can be accessed from the park screen by holding **A** and pressing **right** on the Control Pad.

Park Features

What with Most Pleasant Park among the categories on which your Theme Park is judged, it's a good idea to beautify the place with trees and fountains.

To purchase park features, use the Control Pad to select the Park Features icon, and then press **Y** for the Features Purchaser screen (see Purchaser Screens).

Alternatively, press **B** for the Features Menu. Select an item from this menu using the Control Pad, and then press **Y**. On the Park Screen use the Control Pad to choose a location and press **Y** once for every tree you want planting. If you're putting up a fence, press and hold **Y** then use the Control Pad to scroll through the park. The Quick Menu can be accessed from the park screen by holding **A** and pressing **down** on the Control Pad.

To remove any feature placed in error, select the offending item using the Control Pad and then press **B**.

Hiring Staff

There's no way you can offer the levels of service and satisfaction that your paying customers expect without staff. You can hire entertainers, handymen and mechanics. Each have specific duties (see People in the Park), but they're all there to help things run smoothly.

To hire staff, use the Control Pad to select the Staff icon, and

then press **Y** for the Staff Purchaser screen (see Purchaser Screens).

Otherwise, press **B** for the Staff Menu. Select a staff category from this menu using the Control Pad and then press **Y**. On the Park Screen, use the Control Pad to choose a location and press **Y** once for every member of staff you want to hire. The Quick Menu can be accessed from the park screen by holding **A** and pressing **left** on the Control Pad.

Note: Remember that staff are an ongoing expense; the figure next to each category represents their monthly wage.

Main Menu

To return to the Main Menu at any time during the game, simply select this icon and press **Y**.

Query Icon

Access the Information screens by activating the Query Icon. Use the Control Pad to select the icon and press **Y**; the cursor becomes a question mark and the Icons Menu closes. Now Control Pad to any ride, shop, member of staff and press **Y**. An arrow appears by any staff member to indicate that they're being queried. To read the thoughts of the customers simply place the question mark over them.

Now press **X** to open the Icons Menu. The Tune-Up Bar is active and the name of the queried item appears below it. **To open the Information screen,** use the Control Pad to select the small Information icon in the Tune-Up Bar and press **Y**.

Park Status Icon

The Park Status icon's smiley face reflects the mood of the park visitors. The bar next to the icon is divided into two portions. The upper thin purple line shows the amount of people on the

incoming bus, while the fatter blue bar below displays the number of people in the park.

Bank Icon

This constantly displays your current bank balance, but if you're short on cash and want to get a bank loan or you're interested in the current state of the Theme Park's finances you can highlight this icon and then press Y to access the Bank Screen (see The Bank Screen). You can access the Bank Screen from the park screen by holding **A** and pressing **L**.

Open for Business

When your rides, shops and other amenities are ready and you want to start making some money, open the park and let the people flood in. Don't just open as soon as you've laid the first path. It might seem an attractive proposition to start earning money immediately, but you only end up chasing after visitors and hurriedly providing facilities for them.

To open and close your Theme Park, move the hand or question mark cursor over the park entrance and then either press **Y** or hold down **Select** and press **Y** whilst in the Icons menu.

PEOPLE IN THE PARK

The people that swarm around your Theme Park are divided into two basic groups: staff and customers. There's one vital difference between the two – you pay the former, while the latter pay you.

Staff

Staff are divided into three categories; entertainers, handymen and mechanics.

To cycle through each member of staff, hold down **Select** and press:

X to cycle through your Handymen

A to cycle through your Mechanics

Y to cycle through your Entertainers

B to return to the park entrance

Entertainers

These clowns are paid to keep the customers smiling. The more entertainers you have, the more enjoyment customers get from their visit – kids especially love them.

Handymen

These are the guys who keep the park tidy. If you're after the most attractive park award they mow the grass, and keep the place from being labelled a health hazard by picking up burger wrappers, cola cups and other assorted litter.

Note: Handymen sometimes gather together on one side of the park for an impromptu chinwag. Use the pincer icon (see Tune-Up Bar) to relocate them anywhere in the park.

Mechanics

When a ride malfunctions it's going to become a danger unless

there's a mechanic to fix it. They are responsible for maintenance of all the rides, and close any sub-standard attraction before setting to work fixing it.

Fail to have enough mechanics and your park soon gets a reputation for unreliability, damaging visitor numbers and gate receipts. Mechanics can be difficult to motivate into responding quickly, but they're essential to the smooth running of your Theme Park.

To repair a ride

Query a mechanic and use the Control Pad to select the Repair icon from the Tune-Up Menu; press **Y** and the cursor becomes a spanner. Now Control Pad to the broken ride and press **Y**; watch as a highly-skilled mechanic rushes to repair it. You can also Query the ride itself, and then select the Spanner icon from the Tune-Up Menu.

It's extremely important to look after your rides. If the worst happens and one actually explodes, not only are the people using it sent into low orbit (and after that, they're likely to sue) but land damaged by the exploding ride cannot be built on again.

Customers

The whole point of all this effort is to attract as many customers to your park as possible, and to make sure that they're having such a good time they don't notice how much money they're spending on rides, refreshments and souvenirs.

ADVANCED THEME PARK

Once you've placed a few rides and mastered the basics, it's time to start thinking a little more deeply about this cartridge classic. Use the Purchaser screens to choose which rides, shops and staff to cough up for with more consideration.

Purchaser Screens

There are Purchaser Screens for Rides, Shops, Staff and Park Features. Press **X** to bring up the Icon Menu and then use the Control Pad to select the relevant icon. Now press **Y** to bring up the Purchaser Screen.

Ride Purchaser

To scroll through the available rides, use either **Left** and **Right** or **L** and **R** buttons. Then press **Y** to select the icon.

The Ride Purchaser tells you:

Ride Name

Ride Excitement

Reliability – the less reliable the ride, the more often it's going to be shut down for costly repairs.

Maximum Capacity – the more potential users, the shorter the period spent queuing and the happier your customers are kept.

Cost – anything from 2,000 to 200,000. The cost of a ride is deducted at the month end, so if you change your mind and remove a ride before a month is up, you don't pay a penny.

A, B or X button – return to Park Screen without picking the selected ride.

Y button – returns you to the Park Screen with the chosen ride attached to the pointer.

Shop and Side-Show Purchaser

This contains much the same information as the Ride Purchaser and is operated in exactly the same way. However, it has different categories of information:

Name of shop or side-show.

Type of goods – burgers from the burger stand, fries from the fries stand, novelties from the novelty shop. Get the idea?

Stock price – the cost to you of the stock held by the shop.

Sale price – the price at which you sell stock to the public. The difference between these two is your profit margin.

If the selected shop is a side-show, the Type of Goods category is supplemented by an Addictiveness rating, the Sale Price category shows the Price per Game and the Stock Price is replaced by Cost of Prize.

Cost – what the shop or side-show will cost you to open in the first place.

Side-Shows

If you're not careful you could end up paying through the nose for your side-shows. But in the finest traditions of showmanship, you can also cheat and turn them into nice little earners.
To do this, reduce the probability of a punter winning at the Information screen. This increases the amount of glue keeping the coconuts in their shy, and adds a few nails to the bottom of the ducks in the duck shoot (see Information Screens).

Staff Purchaser

Along with a brief description, the cost to hire is displayed here. Seems cheap? Well, this is also his monthly wage!

The Staff Purchaser screen gives you:

Name of Staff Category

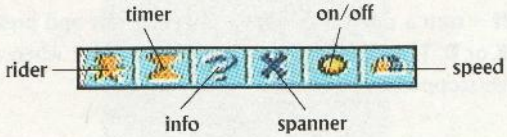
Cost to Hire

Monthly Wage

Features Purchaser

Only categorises Park Features according to the different costs involved.

Tune-Up Bar



Query a ride, shop or member of staff to activate the Tune-Up Bar. This appears at the bottom of the Icons Menu, above the name of the queried object.

The Ride Tune-Up Bar contains:

Rider icon – adjust the number of punters you can cram onto a ride before it starts. Select the icon using the Control Pad and then press **Y** to increase the number of people on the ride, or press **B** to decrease numbers when safety levels are being exceeded. You can't exceed the ride's maximum capacity as set down on the Ride Purchaser screen.

Timer – the egg timer icon is filled in yellow. Highlight the icon with the Control Pad and press **B** repeatedly to reduce the length of the ride; press **Y** to increase the length of the ride again.

Information – this is the only Tune-Up icon for shops and the only one common to rides, shops and staff. Use the Control Pad to select this icon and press **Y** for the relevant Information screen (see Information Screens) and some vital facts about the status of any park utility.

Spanner icon – indicates how safe the ride is. The higher the yellow bar, the more dangerous the ride. The state of repair of a ride is also affected by the numbers using it and the ride speed. To instruct a mechanic to repair the ride, use the Control Pad to

select this icon and press **Y**.

On/Off – turn a ride on or off by selecting this and pressing either **Y** or **B**. The light turns from yellow to black when a ride has been stopped.

Ride Speed – pressing **B** increases the revolutions per minute of your rides. If things become a little too exciting for the ride users, retard the ride's speed by pressing **Y**. Changes to ride speed take immediate effect on the Park Screen.

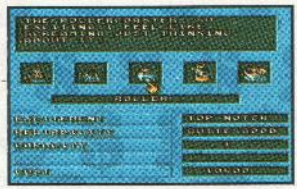
The staff Tune-Up Bar has:

Pincer icon – with this icon selected, press **Y** and the cursor becomes a set of pincers with the queried staff member attached. You can now reposition them anywhere in the park by pressing **Y**.

Information – Use the Control Pad to select this icon and press **Y** for the relevant Information screen (see Information Screens).

Repair icon – FOR MECHANICS ONLY. Press **Y** on this icon and then Control Pad to select a ride in need of some attention. Press **Y** again to send the queried mechanic to work. A plume of smoke indicates when a ride is on its last legs. If you don't respond quickly enough, you could send some innocent punters into orbit – there ain't no smoke without fire!

User-Definable Rides



User-Definable rides are rides which you get to design for yourself, rather than just placing it in the Theme Park. They include the Roller-Coaster, Monorail, Rubber Tubing and Race Car rides. They are defined using slightly different methods:

To create a Rubber Tubing or Race Car ride, use the Control Pad to select the ride icon from the Quick Menu and press **Y**; the menu/screen closes and the first section of the ride is attached to the cursor. Now scroll around the park and lay out the ride as if you were laying a path. Create hairpin bends or gentle curves as you see fit until you complete a circuit. Remove any rogue pieces of track that are heading in the wrong direction by pressing **B**.

To create a Roller-Coaster or Monorail, access the ride icon as above. When placing the track, however, the Control Pad scrolls along by bigger increments. This is because the individual sections of track are much larger than those of the Rubber Tubing and Race Car rides. To lay a complete loop, hold down **Y** and scroll in the direction you require, dragging the track behind you. Press **B** to delete any offending pieces of track. To add humps, dips and loops to your circuit, press the **L** or **R** button to cycle through the menu of pieces available. Press **Y** to add the modification. The **A** button changes the direction of the piece being held.

Note: The bigger the track and the more humps, loops and dips you have, the more it costs – but the more exciting it is for your customers.

The Ticket Booth

The Entrance and Exit of User-Definable rides differs from conventional rides, resembling a ticket booth. To access the booth you must first complete a circuit of the ride. Now press **X** to re-open the Icons Menu and Control Pad to the Ride icon. Press **Y** and the Purchaser screen opens. Press **Y** again and instead of the ride's icon, the ticket booth becomes attached to the cursor. Place this adjoining any horizontal length of tubing/track by pressing **Y**. If you attempt to put the booth in the wrong place, a message tells you to try again.

Note: When connecting any User-Definable ride to the paths network, it's important to remember that the entrance to the ride is on the right, and the exit is on the left – you don't want people walking into one another as they try to get on and off your new star attraction!

Ride Cost

The cost of User-Definable rides is calculated according to the number of sections of track used to complete the circuit; make sure you have the budget to cover it. Only when you open the ride to the public is the final price fixed.

Information Screens

Select the Information icon from the Tune-Up Menu with the Control Pad and then press **Y**; the relevant Information Screen appears. There are Information Screens for all rides, shops and the various staff.

Ride Information Screen

The categories of information available are:

Ride Cost – the amount you have to cough up to buy the ride.

People Been On Ride – the total number of park visitors who've used the ride.

Excitement – a thrill or a bore? Here's where you find out the score.

Strength – assess how much work you can get from a ride before it needs repair.

Capacity – increase or decrease this by selecting the icon and pressing either the **Left** or **Right** or the **L** or **R** buttons on the Control Pad. Holding down both the **Left** and the **L** (or the **Right** and **R**) buttons will speed the process up.

Exit /Move Exit message – Select this option and pressing either **Left** and **Right** or the **L** and **R** buttons to switch between options. Reposition the exit to a ride by selecting Move Exit and pressing **Y**. The view returns to the Park Screen, where you can more effectively place the ride's exit. If you select Exit instead, it's back to the Park Screen.

Shop Information Screen

At the Shop Information screen you can find out:

Type of goods sold – to be frank, it should be pretty obvious from the name of the shop.

Customers so far – just how popular are those burgers, fries, novelties, etc.

Stock price – this tells you just how much the stuff cost.

Sale price – raise or lower the cost to the consumer by selecting the icon and pressing either the **Left** or **Right** or the **L** or **R** buttons on the Control Pad. Remember: holding down both the **Left** and the **L** (or the **Right** and **R**) buttons will speed the process up.

Food shops also have a unique category which allows you to alter food quality in the quest for greater profits. Use **Left** and **Right** on the Control Pad or **L** and **R** buttons to adjust the following:

Big Time Burger – increase the amount of fat in the burgers to reduce your costs. As the burgers are less filling, you might benefit from repeat purchases, or customers might find them so revolting they'll refuse to buy another on principle.

Big Time Fries – pour extra salt onto fries and improve drinks sales.

Pokey Cola – more ice means less cola in the carton, and lower overheads.

Mr. Whuppy Ices – increase the amount of sugar in the ice cream to get the kids coming back for more.

Coffee shop – hike up the amount of caffeine in your coffee to give drinkers energy and get them moving around your Theme Park more quickly.

Saloon – water down the beer to make it go that little bit further.

X button – exit to Park screen.

Side-show Information Screen

Side-show have separate categories of information:

Punters/wins - the ratio of prize winners from those who have played.

Chance of win – pressing either the **Left** and **Right** or the **L** and **R** buttons to increase or decrease the chances of a win. Holding down both the **Left** and the **L** (or the **Right** and **R**) buttons will speed the process up.

Addictiveness – will the punters keep coming back for more? Find out here.

Cost of prize – combine with the chance factor, and decide between lots of little wins or a few big wins. To adjust this figure press the **Left** and **Right** or the **L** and **R** buttons.
Remember: hold down those **Left** and **L** (or the **Right** and **R**) buttons to speed the whole process up.

Price per game – a really addictive side-show can be a nice little earner, especially if you raise the price to an unacceptable level. Do the old **Left** and **Right** or the **L** and **R** business to adjust this figure. (Hold down the **Left** and **L** - or the **Right** and **R** - buttons to move the numbers faster).

Staff Information Screen

The categories of information available here are:

Months employed – how long has this dead-beat been on the payroll?

Rides fixed (mechanic only)

Performances (entertainer only)

People made happy (entertainer only)

Monthly Wage (everybody!)

Sack staff icon – show ineffectual workers the door, and give them a helping boot through it, by selecting Exit icon and pressing either **Left** or **Right** or the **L** or **R** buttons to select the Fire Staff option. Press **Y** to kick his butt onto the dole queue.

A, B, Y or X button - get back to game.

Thought Bubbles

A good Theme Park operator responds to his customers' needs – it's only good business. Visitors to your park give signals to show their level of satisfaction or frustration. If they're A-OK, you'll see it in a hand signal. One signal to pay close attention to is a tapping foot. This is a clear sign that they're not being entertained – and after all, entertainment is what they've come for. Build some new rides, beef up the ones you already have,

but do something before bad word of mouth destroys attendance figures and your park's reputation.

Here's a complete listing of all the thought bubbles and their meanings:

Food thoughts

I am hungry

I am thirsty

Looking for

I am looking for the exit

I have already got that toy

Bad thoughts

You are making too much profit

There is far too much litter around

Feelings

I am happy

I am feeling okay

I am unhappy

I am getting tired of walking

I'm bored

Selling Up

At the end of each financial year you're given the opportunity to sell your Theme Park so long as your park is worth at least 10,000 and you will have sufficient funds to purchase the next site.

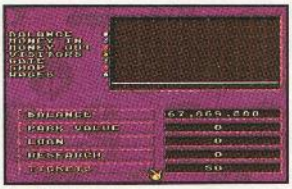
If you're so proud of your current enterprise that you don't want to sell, or if you think that there's more money to be milked from it, press **X**. The action returns to the park.

If the price offered is adequate, press **Y**. The park is now auctioned. You have one final chance to withdraw this action by pressing **X**. No? Okay, press **Start** and there's no turning back. The final sale price will (hopefully) increase drastically from the minimum asking price before the hammer falls.

After a park is sold the date will always revert to the year 1996. For example, it is possible to sell a park in 2050 and then buy the next one in 1996!!

Note: After the auction you're given a password; write this down and keep it safe, as it's the only way of continuing your Theme Park building programme at a later date (see Enter Code.). Remember to record the name you are playing under as well; you'll need it to resume your game.

THE BANK SCREEN



Regular visits to the Bank screen, however daunting, are essential to the effective financial control of the Theme Park.

Use the Control Pad to select the Bank icon from the Icon Menu and press **Y** for the Bank Requester screen.

The graph shows your park's bank balance, based on overheads against income. Listed on the left are the categories of financial performance. A coloured dot corresponding to the colour of the line on the graph is beside each category on display.

Beneath the graph are listed:

Balance – the money you have instantly available for new rides, shops and staff. The maximum amount of dosh you can possibly acquire is 200 million - not a measly amount to be limited to but a limit all the same.

Park Value – the market worth of your Theme Park. When you begin Theme Park this figure is (not surprisingly) zero.

Loan - You can increase or decrease the size of your loan by pressing the **Left** and **Right** or the **L** and **R** buttons. It is possible to hold down **Left** and **L** (or **Right** and **R**) buttons to speed the whole process up.

Research – you are able to invest up to 2500 each month in researching new rides, shops and park features.

When research on a new amenity has been completed, the adviser appears with a message to let you know. Increase and decrease this figure as you did the loan.

Tickets – the mainstay of your park's profitability. Adjust this up or down by pressing the **Left** and **Right** or the **L** and **R** buttons. It is possible to hold down **Left** and **L** (or **Right** and **R**) buttons to speed the whole process up.

YEAR END CHARTS

The Overall chart appears at the end of every financial year, allowing you to see how your park has done during the year. The top ten parks are ranked, but you must achieve the overall number 1 position to succeed in building the world's ultimate tourist attraction.

When you've seen enough, press **X** for the Individual Ratings charts. From there, another press of the **X** button takes you to the Year End Details screen.

Ratings Chart

On the Rating Chart your Theme Park is compared with every other in the following categories:

Richest

Exciting

Amenities

Satisfaction

Biggest

Pleasant

Study the position of your park in all six to find out where its deficiencies lie and how you can improve your Overall position.

Year End Details Screen

The Year End screen informs you of your Theme Park's results over the last two financial years in the following categories:

Park Value

Bank Balance

Loan

Maximum Loan

Takings

Expenses

Land Tax

If the park value is sufficient, you're given the option of selling it off at Auction. Press **Y** to initiate this (see Auctions).

When you've finished at the Year End Details screen, press **X** to return to the Park Screen.

Bankruptcy

If you maintain a negative balance for more than two years then you are legally declared bankrupt. The park has to close, your life's work collapses around you, and there's only one honourable way out. It's a long way down.

Note: You're given a year's notice before you go bankrupt, but from there it's a very difficult job to turn your park's fortune's around.

About Bullfrog

In case you haven't heard of Bullfrog Productions – where have you been for the last five years? Believe it or not, as recently as 1989 the world hadn't been exposed to Populous, the revolutionary software program that made Bullfrog's name and single-handedly created the god sim genre overnight. Twenty different formats and world-wide sales in excess of three million later, Populous has become the stuff of industry legend. Yet it was only the first in a series of software smashes that has earned Bullfrog four consecutive number one hits. PowerMonger, Populous 2 and Syndicate followed, and all enjoyed immense critical acclaim and commercial success.
In the same short time, Bullfrog Productions has expanded from the two-man operation founded by Peter Molyneux and Les Edgar to a thriving company with over 40 employees. Through this period of unprecedented growth, Bullfrog has continued to produce games which combine visual strength with technical complexity. But above all else, its originality that is the key to Bullfrog's success. Theme Park, the first of Bullfrog's Designer Series, is the latest example of the company's commitment to originality and innovation. It combines accurate simulation technology with easy playability and the instant gratification of superb graphics. And above all, like all their games, it's FUN! Get ready for Bullfrog's latest hit.

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